

## CLAIMS

The invention is claimed as follows:

1. A gaming device comprising:
  - 5 a display device;
  - a primary game operable upon a wager by a player;
  - a plurality of different game display interfaces operable to be displayed by the display device to represent said primary game to the player, wherein each interface includes a plurality of different symbols, wherein the symbols in
  - 10 each interface perform an identical function in the primary game with respect to corresponding symbols in the other interfaces, and wherein a plurality of the corresponding symbols in the interfaces are visually different from one another; and
  - an event that causes the display device to switch from displaying one of
  - 15 the interfaces for said primary game to another one of the interfaces for said primary game.
2. The gaming device of Claim 1, wherein the event is the player's selection of an input device that enables the player to select to switch from one
- 20 of the interfaces to another one of the interfaces.
3. The gaming device of Claim 1, wherein the primary game is a slot game including a plurality of reels, wherein said symbols are displayed on the reels.
- 25 4. The gaming device of Claim 1, wherein at least two of the interfaces include at least one visually identical symbol.
5. The gaming device of Claim 1, wherein each symbol in one of the interfaces has a corresponding symbol in another one of the interfaces.
- 30 6. The gaming device of Claim 5, wherein the corresponding symbols are provided in a same frequency in said two interfaces.

7. The gaming device of Claim 1, wherein each symbol in one of the interfaces has a corresponding symbol in each of the other interfaces.
8. The gaming device of Claim 7, wherein corresponding symbols are  
5 provided in a same frequency in each of the interfaces.
9. The gaming device of Claim 1, wherein a plurality of symbols of one of the interfaces correspond to symbols in another one of the interfaces, and wherein the corresponding symbols have different but related indicia.  
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10. The gaming device of Claim 1, wherein a plurality of symbols of one of the interfaces correspond to symbols in another one of the interfaces, and wherein the corresponding symbols have different and unrelated indicia.
11. The gaming device of Claim 1, wherein the each of the interfaces  
15 includes indicia consistent with a different game theme.
12. The gaming device of Claim 11, wherein each theme is selected from the group consisting of: a movie theme, a television show theme, a music  
20 theme, a famous person/group theme, a sports theme, a famous historical event theme and any combination thereof.
13. The gaming device of Claim 11, wherein a first interface display occurs before a second interface display, wherein the first interface corresponds to a  
25 theme event that occurs chronologically before a theme event corresponding to the second interface.
14. The gaming device of Claim 1, wherein the interfaces each enable the  
30 player to advance to a same bonus game.
15. The gaming device of Claim 14, wherein a bonus game trigger for the bonus game in each of the interfaces has the same indicia.

16. The gaming device of Claim 15, wherein each interface includes a bonus game trigger for the bonus game, the triggers having different indicia.

17. The gaming device of Claim 1, wherein the interfaces each enable the player to advance to a plurality of bonus games, at least one bonus game having a bonus trigger common to each of the interfaces, and at least one bonus game having bonus triggers specific to the different interfaces.

18. The gaming device of Claim 1, wherein the interfaces each enable the player to advance to a bonus game specific to the interface.

19. The gaming device of Claim 1, wherein a random decision determines whether to change interfaces.

20. The gaming device of Claim 19, which includes an input device that enables the player to override said random decision.

21. The gaming device of Claim 19, wherein the random decision is based on an event selected from the group consisting of: a number of games played, an amount wagered, an amount won/lost, a number of games played without a win, an amount of credits on a credit meter, a symbol display, and any combination thereof.

22. The gaming device of Claim 19, wherein the random decision is weighted according to an event selected from the group consisting of: a number of games played, an amount wagered, an amount won/lost, a number of games played without a win, an amount of credits on a credit meter, a symbol display and any combination thereof.

23. The gaming device of Claim 19, wherein the random decision is based on an outcome of the primary game.

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24. The gaming device of Claim 1, wherein at least two of the interfaces are characterized by: having payouts with different volatilities, payouts yielding different expected values, payouts with different eligibility requirements, and payouts with different triggering mechanisms.
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25. The gaming device of Claim 1, wherein a stage of a plurality of stages within a theme of the game determines which interface to use.
26. The gaming device of Claim 25, wherein each of the stages is
- 10 associated with a different interface.
27. The gaming device of Claim 25, wherein each of the stages is associated with a plurality of different interfaces.
28. The gaming device of Claim 27, wherein one of the interfaces within the different interfaces associated with one of the stages is selected by the primary
- 15 game to play.
29. The gaming device of Claim 28, wherein one of the interfaces within the different interfaces associated with one of the stages is selected by the player to play.
30. The gaming device of Claim 25, which includes an input device that
- 20 enables the player to override the interface selected based on the stage of the theme.
31. The gaming device of Claim 25, wherein the interface associated with the stage is played for a number of plays before a different stage and interface therefore are used.
- 25 32. The gaming device of Claim 31, wherein the number of plays is preset.
33. The gaming device of Claim 31, wherein the number of plays is determined randomly.

34. The gaming device of Claim 25, wherein the stages occur chronologically in accordance with a storyline associated with the theme.

35. The gaming device of Claim 1, which includes different audios  
5 associated with at least two of the interfaces.

36. The gaming device of Claim 1, which includes a log of outcomes of primary games played symbols of the interfaces.

10 37. A gaming device comprising:  
a display device;  
a primary game operable upon a wager by a player;  
a plurality of different game display interfaces operable to be displayed  
by the display device to represent said primary game to the player, a menu  
15 operable to be displayed to the player that displays the symbols of the  
interfaces to the player, wherein each interface includes a plurality of different  
symbols, wherein the symbols in each interface perform an identical function in  
the primary game with respect to corresponding symbols in the other  
interfaces, and wherein a plurality of the corresponding symbols in the  
20 interfaces are visually different from one another; and  
an event that causes the display device to switch from displaying one of  
the interfaces for said primary game to another one of the interfaces for said  
primary game.

25 38. The gaming device of Claim 37, wherein the event is the player's  
selection of an input device corresponding to said menu and that enables the  
player to select to switch from one of the interfaces displayed by said menu to  
another one of the interfaces displayed by said menu.

30 39. The gaming device of Claim 37, wherein the primary game is a slot  
game including a plurality of reels, wherein said symbols are displayed on the  
reels.

40. The gaming device of Claim 37, wherein at least two of the interfaces include at least one visually identical symbol.

41. The gaming device of Claim 37, wherein each symbol in one of the  
5 interfaces has a corresponding symbol in another one of the interfaces.

42. The gaming device of Claim 41, wherein the corresponding symbols are provided in a same frequency in said two interfaces.

10 43. The gaming device of Claim 37, wherein each symbol in one of the interfaces has a corresponding symbol in each of the other interfaces.

44. The gaming device of Claim 43, wherein corresponding symbols are provided in a same frequency in each of the interfaces.

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44. The gaming device of Claim 37, wherein a plurality of symbols of one of the interfaces correspond to symbols in another one of the interfaces, and wherein the corresponding symbols have different but related indicia.

20 45. The gaming device of Claim 37, wherein a plurality of symbols of one of the interfaces correspond to symbols in another one of the interfaces, and wherein the corresponding symbols have different and unrelated indicia.

46. A gaming device comprising:  
a display device;  
a primary game operable upon a wager by a player;  
a plurality of visually different interfaces which are each adapted to be  
5 displayed by the display device to represent the primary game to the player,  
wherein each interface includes a plurality of the different symbols, wherein the  
symbols in each interface perform an identical function in the primary game in  
accordance with a payable of the primary game, and wherein a plurality of the  
different symbols in each one of the interfaces look visually different than the  
10 plurality of the different symbols in each of the other interfaces that perform the  
same function; and  
an input device which enables the player to cause the display device to  
switch from displaying one of the interfaces for said primary game to another  
one of the interfaces for said primary game.

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47. A gaming device comprising:  
a display device;  
a primary game operable upon a wager by a player;  
a plurality of different game display interfaces operable to be displayed  
20 by the display device to represent the primary game to the player, wherein  
each interface includes a plurality of different symbols, wherein the symbols in  
each interface perform an identical function in the primary game with respect  
to corresponding symbols in the other interfaces, wherein each symbol in each  
of the interfaces has a corresponding symbol in each of the other interfaces,  
25 wherein the corresponding symbols are provided in a same frequency in each  
of said interfaces, and wherein a plurality of the corresponding symbols in the  
interfaces are visually different from one another; and  
an event that causes the display device to switch from displaying one of  
the interfaces for said primary game to another one of the interfaces for said  
30 primary game.

48. The gaming device of Claim 47, wherein the event is the player's selection of an input device that enables the player to select to switch from one of the interfaces to another one of the interfaces.

5 49. The gaming device of Claim 47, wherein the primary game is a slot game including a plurality of reels, wherein said symbols are displayed on the reels.

50. The gaming device of Claim 47, wherein each of the interfaces include  
10 at least one visually identical symbol.